



## Effects of New Terrain on New PanzerBlitz Boards

Alan R. Arvold

### Wheatfields

**Effects on Movement:** Costs 1 MP to enter. Costs trucks 2 MPs to enter.

**Effects on Combat:** None

**Effects on Line of Sight/Fire:** None

**Effects on Spotting:** All Infantry type units (Unit Numbers 100s and 200s) in a Wheatfield must be spotted. Forts (and the units under the Fort counter, regardless of type) must be spotted. All other units in a Wheatfield are automatically seen.



**Special Rules:** Wheatfields are only in effect in scenarios that occur in the months of July, August, September, and October. In any other month treat them as regular Clear Terrain.

### Collective Farms and Old Forts (One hex towns)

**Effects on Movement:** Costs 1/2 MP to enter (even from non-road hexes).

**Effects on Combat:** Add one to the Attacker's die roll. Units stacked together in a Collective Farm hex must be treated as one combined DF. All units are treated as armored targets.

**Effects on Line of Sight/Fire:** Blocks Line of Sight/Fire through the hex (even if the LOS/LOF runs along the hexside or just touches a corner of the hex.)

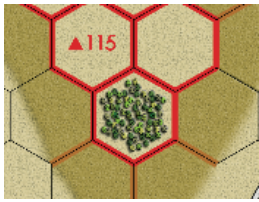
**Effects on Spotting:** All units in the hex must spotted.



### Wood Copse (One hex woods)

**Effects on Movement:** Costs 1 MP to enter. Costs Trucks 2 MPs to enter. All vehicular units may move through a Woods Copse.

**Effects on Combat:** Add one to the Attacker's die roll.



**Effects on Line of Sight/Fire:** Blocks Line of Sight/Fire through the hex (even if the LOS/LOF runs along the hexside or just touches a corner of the hex).

**Effects on Spotting:** All units in the hex must spotted.

### Town/Woods Hex

**Effects on Movement:** Costs 1/2 MP to enter (even from non-road hexes).

**Effects on Combat:** Adds one to Attacker's die roll. Units stacked together in a Town/Woods hex must be treated as one combined DF. All units are treated as armored targets.

**Effects on Line of Sight/Fire:** Blocks Line of Sight/Fire through hex if it crosses a gray or green hexside.

**Effects on Spotting:** All units in the hex must be spotted.

### Town/Slope Hex

**Effects on Movement:** Costs 1/2 MP to enter (even from non-road hexes).

**Effects on Combat:** Adds one to Attacker's die roll. Units stacked together in a Town/Slope hex must be treated as one combined DF. All units are treated as armored targets. Attacker's AF is halved unless adjacent to the hex.

**Effects on Line of Sight/Fire:** Blocks Line of Sight/Fire through the hex if it crosses a gray hexside. Brown hexside may block Line of Sight/Fire depending on application of Obstacles and Elevation rules C and D.

**Effects on Spotting:** All units in the hex must be spotted.

### Gorge/Bridge Hex

**Effects on Movement:** Cost 1/2 MP to enter from a road hex. Cost 3 MP to enter from a non-road hex. Cost Trucks 4 MP to enter from a non-road hex. Units which enter from a road hex must exit to a road hex. Units which enter the hex as a Slope may not use Road Movement to exit the hex.



**Effects on Combat:** Attacker's AF is halved unless adjacent to hex.

**Effects on Line of Sight/Fire:** None.

**Effects on Spotting:** None.

## Railroad Hex

**Effects on Movement:** Cost 1 MP to enter from an adjacent railroad hex. Costs Trucks 2 MPs from an adjacent railroad hex. Costs to enter from a non-railroad hex depends on the other terrain in the railroad hex:

Clear, Woods, Wheatfield Hexes: Costs 2 MPs to enter. 4 MPs for Trucks.

Slope Hexes: Costs 3 MPs to enter. 4MPs for Trucks.

Town Hex: Cost 1/2 MP to enter. Negates railroad movement costs if moving along railroad.

Swamp Hex: Vehicles may not enter a swamp hex except on a road or railroad.

Streambed/Gully Hex: Railroad transforms a streambed/gully into a clear hex. Costs 1 MP to enter. 2 MPs for Trucks.

Road Hex: Road crossing negates the railroad hex entry cost. Use other terrain in the hex to determine entry costs. Units using road movement still move at the road movement rate along the road.



**Effects on Combat:** None. (Other terrain in railroad hex has whatever effects it would have had without railroad.)

**Effects on Line of Sight/Fire:** None.

**Effects on Spotting:** None.

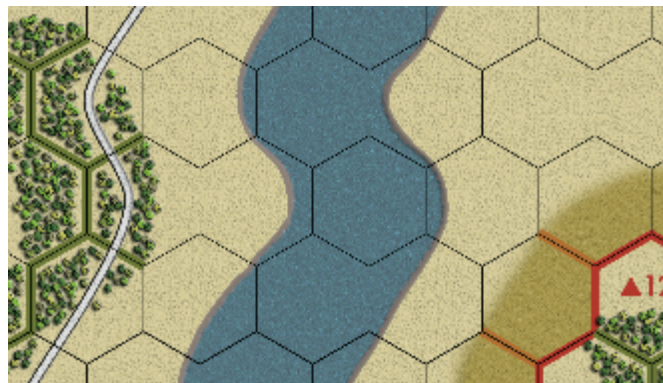
## River Hex

**Effects on Movement:** No unit may cross river hexsides unless there is a bridge counter in the River hex being entered.

**Effects on Combat:** None.

**Effects on Line of Sight/Fire:** None.

**Effects on Spotting:** None.



## Level 2 Slope Hex

**Effects on Movement:** Costs 4 MP for trucks to enter. Costs all other vehicles 3 MP to enter.

**Effects on Combat:** Attacker's AF is halved unless adjacent to hex.

**Effects on Line of Sight/Fire:** None. Yellow hexside may block Line of Sight/Fire depending on application of the modified Obstacles and Elevation rules.

**Effects on Spotting:** None.

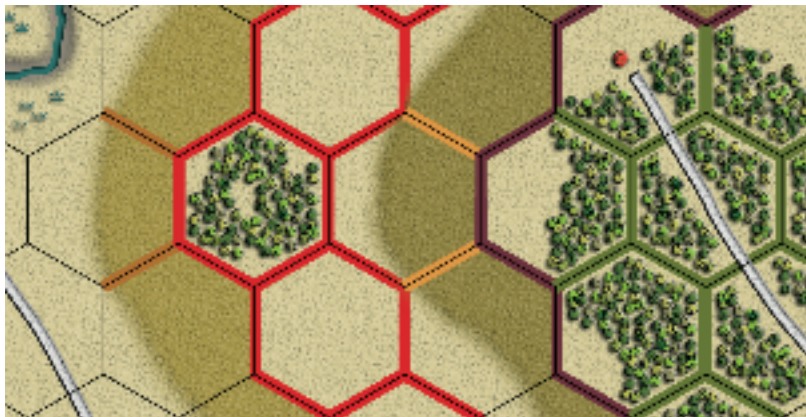
## Level 2 Hilltop Hex

**Effects on Movement:** MF costs as per other terrain on hilltop hex.

**Effects on Combat:** Attacker's AF is halved. See modified TET.

**Effects on Line of Sight/Fire:** None. Purple hexside may block Line of Sight/Fire depending on application of the modified Obstacles and Elevation rules.

**Effects on Spotting:** None.



## Level 1 Hilltop/Level 2 Slope Hex

**Effects on Movement:** Costs 4 MP for trucks to enter. Costs all other vehicles 3 MP to enter.

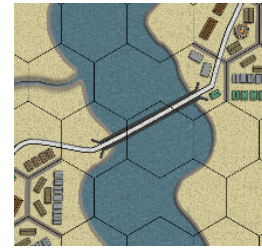
**Effects on Combat:** Attacker's AF halved unless adjacent to the hex.

**Effects on Line or Sight/Fire:** None. Red and Yellow hexsides may block Line of Sight/Fire depending on application of the modified Obstacles and Elevation rules.

**Effects on Spotting:** None.

## Bridge/River Hex

**Effects on Movement:** Cost 1/2 MP to move into using road movement. Costs 1 MP to move into using non-road movement. All units may only enter the hex through a road hexside. Vehicular units may not enter a bridge/river hex that contains a wreck counter (of either type) or a block counter. No unit may "pass" through another friendly unit on a bridge river hex although they may stack on top of each other, then individual units may move off of the stack on the next turn.



**Effects on Combat:** None

**Effects on Line of Sight/Fire:** None

**Effects on Spotting:** None.

## Unimproved Road Hex

**Effects on Movement:** Costs 1/2 MP to enter into using road movement. If entered from a non-road hex, the movement cost is that of the other terrain in the hex.

**Effects on Combat:** None. (Other terrain in the unimproved road hex has whatever effect it would have had without the unimproved road.)

**Effects on Line of Sight/Fire:** None.

**Effects on Spotting:** None.

**Special Rules:** Unimproved Road hexes are only effective in scenarios that occur in the months of May, June, July, August, September, and October. In any other month treat the hexes as if the unimproved road does not exist, thus the cost of the other terrain in the hex is used. However, any bridge that the unimproved road crosses is still effective year round. Also any green hexside that the unimproved road crosses may be traversed by vehicular units year round.



## Clarifications

1. When firing from a slope or Hilltop to a Ground-level target, the Line-of-Sight is obstructed if target hex is directly behind a Collective Farm or Wood Copse hex: "Directly behind" means that the LOS passes through either of the above-mentioned hex types before entering the target hex directly behind them.

2. When firing from Ground-level to a target on a Slope or Hilltop hex, the Line-of-Sight is obstructed if the firing unit is directly behind a Collective Farm or Wood/Copse hex.
3. The Line-of-Sight may always pass through a Town or Woods hex in a Town or Woods multi-hex (two or more hexes) as long as it does not pass through or even touch a Gray or Green hexside.
4. A partial Pond or River hexside (where the hexside is part Pond or River and part other terrain) is always passable to all units. (The units are considered to be on land, not in the water.)
5. Railroads use the same rules as Roads do. However, when passing another unit on a railroad hex, it costs the passing unit the terrain costs of the other terrain in the first hex (they are getting off of the railroad to pass) AND the entry costs of the railroad hex of the second hex of the passing maneuver (they are getting back on the railroad).
6. A railroad tunnel entrance hex is merely decorative in nature. The hex is treated as a full slope hex for all purposes.
7. On Board 7, in hexes S4 and S6, there is a single building in each hex. These buildings are ferry huts and are too small to confer any defensive advantage to the hexes that they are in nor do they block any line of sight/fire into or through the hex. Treat these two hexes as the clear road hexes that they are.
8. A partial bridge/river hex (in which part of the hex contains other terrain) is treated as the other terrain in the hex. (The units are considered to be on land, not the bridge.) This means that wrecks and blocks are treated as if they are on land, not the bridge in those hexes. A wreck or unit in the hex would prevent a passing maneuver if the unit's re-entry hex was a whole bridge/river hex.



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